

Intro to Action Scripting in Flash®

Using Flash 2004 MX®

Introduction

Action scripting permits user interactivity with your Flash® movie. It also permits you, the movie maker, to have control over given aspects of the movie.

To introduce the concept, we will modify the cow and ball movie that you created in the last lesson. You will add two action scripts to the movie - one that stops the movie after it plays and a replay button for site guests to click on to replay the movie.

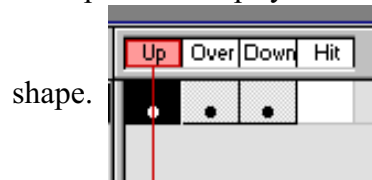
You will also add a security measure to the movie - a password to prohibit importing the Flash® movie back into Flash® for further editing.

**** Important:** Action scripting can be added to either a keyframe or to a button within the movie itself.

Instructions

1. Open the Flash® movie (the .fla file) you created in the last lesson with the cow and the ball.
2. Resave the movie, this time adding *actionscript* to the filename, so you don't replace the first assignment you created.
3. The first step is to add the ***stop()***; action in the movie, which will stop the movie from playing to allow for the replay button. Here is how to add the ***stop()***; action in MX 2004:
 - a. Remember that actions (action scripting) can be added to either a keyframe or to a button within the movie itself. A ***stop()***; action that is intended to stop the movie after it is finished playing, should be added within the last keyframe of the longest layer, to ensure the movie is not instructed to stop before the movie is finished playing. In our example, the layers should all be the same length, so we will add the Action to the last keyframe in the Cow layer.
 - b. Click on the last keyframe in the Cow layer and press [F9] on the keyboard to open the ***Actions*** panel.
 - c. The Action Scripting window will open. Select the +, **Global Functions, Timeline Control, Stop.**
4. To test the Action you just added:
 - a. Resave the file you just modified
 - b. Press [Ctrl] [Enter] to see that the movie now stops after it plays once.
5. Now you will create the *Play Again* button to add to the movie:
 - a. Open the Library (Ctrl+L) and press the + (new symbol) icon in the bottom left corner of the Library window.
 - b. Select **button** for the symbol type and name the button something like ***Play Again***
 - c. When you press [Enter] or click [OK], a new window will open, this time to edit the ***Play Again*** object.

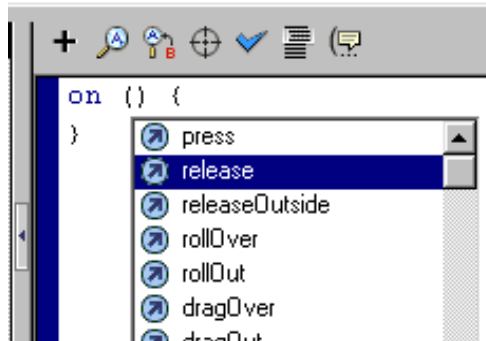
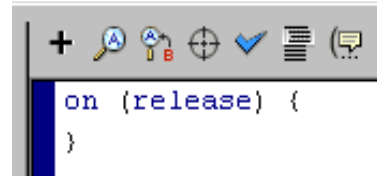
- d. Use the Oval or Rectangle tool to draw a new shape in the window.
- e. On top of the shape you've drawn, use the Text tool to type: *Play Again* on the



shape. The text you type will be placed in the keyframe

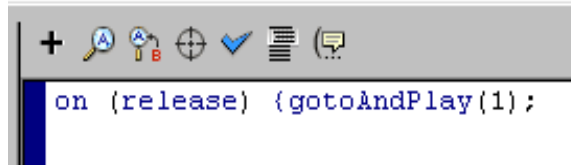
beneath the **Up** frame. Select a nice color that is visible on the button.

- f. Right click on the Frame beneath the word **Over** and insert a keyframe. Retype *Play Again*, this time in a different color.
 - g. Right click on the Frame beneath the word **Down** and insert a keyframe. Retype *Play Again*, this time in a different color, or you can leave it the same color as in the **Over** frame.
6. Now you will add the *Play Again* button to the movie:
 - a. Insert another Layer into Scene 1 of the movie, this time naming it: **Play Again**
 - b. Insert a keyframe within the last frame of the **Play Again** layer.
 - c. Select the keyframe you just created by single clicking on the keyframe within the **Play Again** layer. Then drag a copy of the button to the stage from the library.
 7. Remember that actions (action scripting) can be added to either a keyframe or to a button within the movie itself. Now you will add an action to the button you just created:
 - a. Single click on the **Play Again** button now sitting within the movie itself (on the stage) and Press [F9] to open the Actions panel.
 - b. Select **+**, **Global Functions**, **Movie Clip Control**, on
 - c. Then Select: **Release**. The screen option will look like:



- d. Then within the last set of brackets, click and select **+**, **Global Functions**, **Timeline Control**, **gotoAndPlay**

- e. Then between the parenthesis, enter a **1**, which will tell the script to send the user back to Frame 1 when the button is clicked. The final script on the button will look like:



- f. Resave the file and press [Ctrl] [Enter] to watch and test your movie. It should play as the one in the online lesson displays.
8. Now you will officially Publish the file, adding a password to the file, to stop someone from importing your file for further editing:
- a. Click **File, Publish Settings**.
 - b. Beneath the [Formats] tab, select: **Flash (.swf)** and **HTML (.html)**
 - c. Beneath the [Flash] tab, check the ***Protect from Import*** check box and enter a password into the input box that becomes available.
 - d. Click [Publish]
 - e. Note: The movie will publish (generate .swf and .html files) where the .fla file is stored. A final .swf file and an .html file will be created. If you were to wish this to be seen online, you would need to put the **.html** and **.swf** files on the web. The **.fla** file is for editing the file, and you likely do not want to put that online.